VISIT…

The lost temple of Pelor

A Dungeons and Dragons® adventure for characters level 5 to 7.

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ADDITIONAL CREDITS

Eric Noah for organizing the contest.
Jamis Buck for an excellent NPC Generator.
Wizards of the Coast for the game system and the temple map.

PREPARATION

"The lost temple of Pelor" is a D&D 3rd edition adventure suitable for a party of four average PCs of level 5 to 7. Ideally one member will be a cleric or paladin of Pelor. A rogue or ranger may also be helpful.

The description that follows is generic to any game setting that follows the 3rd ed. To adapt to the Greyhawk realm specifically, see the section titled **Adapting to Greyhawk**.

ADVENTURE BACKGROUND

Several years ago, orcish armies cut through the countryside, destroying towns and hamlets. As they passed through strategically important lands, orcish outposts were established. One such outpost was at the Chodari Silver Mine.

The lawful human forces fought back, eventually pressing the orcish army from the lands, and then destroying the outposts. The outpost at the Chodari Mine was destroyed a year ago by mighty magic that collapsed the entrance to the mine. Hundreds of orcs were trapped—and it is assumed—buried alive. A small band of 25 orcs found winding tunnels that led to the surface, and they escaped to the nearby countryside, settling in an abandoned temple of Pelor where they nursed their wounds and waited for other survivors to arrive. None did. Because the mine had been closed, humans never resettled in the area, and it was left mostly wilderness. Only the occasional merchant caravan would pass through.

The temple had been desecrated at the first passing of the main army. Over the past year, the orcish inhabitants have built up the defenses, and converted the temple to a shrine to Gruumsh. The land is largely devoid of humanoid life, but there have been some encounters with other civilizations, notably: sacking a large spice caravan, and destruction of a small adventuring band. And finally the most significant: one month ago another wandering creature discovered the orcish settlement.

An evil human sorcerer—and werewolf—came across the band of orcs. The sorcerer had been a lycanthrope for years, but his pack was also destroyed in the war. This was his chance to rebuild a pack of followers. He managed to

infect 9 of the orcs with lycanthrope, accidentally killed 2, and the other 11 fled into the woods, and haven't been seen since.

Timeline

- 16 months: The orcish army sweeps through the region, leaving a legion of orcs to defend the Chodari Mine.

- 12 months: The Chodari Mine is caved in by humans who are reclaiming the lands from the orcs.

- 11 months: A small band of 25 orcs manage to escape the mine, and set up at an abandoned temple of Pelor. Over the following months, several minor (undocumented) encounters occur.

- 3 months: A small band of adventurers wanders upon the scene. All adventurers are killed, two orcs die.

- 2 months: A sizable merchant caravan is sacked. One orcs dies.

- 1 month: A human/werewolf arrives with 4 wolves and attacks the orcs. He infects 9 with lycanthrope, kills 2, and 11 flee.

ADVENTURE SUMMARY

This adventure can be played as a "Side Trek" that the DM can drop in during travels between cities. The PCs should stumble on (or be stumbled on by) a few roving orcs who are patrolling the temple. Some exploration will reveal the temple. The PCs may decide to destroy the orcs (for the sake of destroying orcs), or recognize that it was once a temple of Pelor, and the PC cleric (or paladin) may decide to cleanse the desecrated temple.

Other **hooks**:

- The PCs could have heard of the collapsed mine, and be interested in exploring that, or recovering an artifact lost in that battle.
- The PCs could be hired by a merchant who wishes to restore one of the nearby (still uninhabited) towns and wants to ensure that the wilderness is tamed.
- The PCs could have been involved earlier with the werewolf and tracked him here.
- The PCs could stumble across the 11 orcs who've fled from the werewolf.
- The PCs could have known members of the adventuring group that was already lost to the orcs.

The adventure could take several **twists**:

- It could be a straight hack-and-slash adventure, only connected to the campaign by the setting—a mostly desolate wilderness location between towns.
- It could lead to the exploration of the nearby mine, leading to potentially several hundred orcs (or orc corpses).
- If the PCs do not completely exterminate the werewolves, any remaining may continue to track the PCs, harrying them throughout other adventures.

NPC SUMMARY

This section outlines the key non-player characters in the story. For full descriptions, see the **NPC Statistics** section at the end.

Werewolves (10): Encountered at the temple

Ismael, human werewolf (sor 5/bbr 1)

Gorrak, orc werewolf (fighter 3)

Ti'jar, orc werewolf (cleric 2)

Oortrah/Harg orc werewolves (rangers 1)

Bruuhl/Fratir/Gybrag/Tilar/Sdar'th orc werewolves (fighter 1)

Wolves (4): Encountered at the temple

4 medium sized wolves

Escaped orcs (11): Encountered 100+ miles away from the temple (optional encounter)

1 orc warrior (barbarian 2)
2 orc scouts (rangers 1)
6 orc warriors (fighter 1)

A WORD ABOUT NPCS

The orcs in this adventure have taken advantage of character classes—the head orc trained as a fighter, the shaman trained as a cleric, and scouts trained as rangers. Even the "cannon fodder" have trained as fighters. If the DM adds other monsters, then don't forget to play orcish rogues that backstab their opponents, barbarians that use their rage ability, and wizards that have scrolls prepared.

Also consider that these particular orcs have trained together as a battle unit, and know how to respond to each other in combat. They are familiar with the surrounding environment and will have set traps and other defenses. They should be played with a cunning and intelligence that is appropriate; they will fall back rather than be defeated, to return in stealth or when superior numbers dictate an advantage.

Furthermore, the orcs have been only recently infected by the disease of lycanthrope. While they are still learning to respond to the disease, they should understand the rudimentary aspects—knowledge that they are prone to involuntary change into animal form during a full moon or when taking damage in combat; that while in animal form they benefit from 15/silver damage reduction; and so on. Having said that, they may be played as overly-eager creatures who want to learn about their new powers.

Similarly, the human sorcerer should be played to the maximum of his abilities, including knowing the best time to use arcane spells, use werewolf physical attacks or flee under the cover of his minions and his magic.

One weakness that the players can exploit is that the creatures do not want anyone to escape, knowing that there are werewolves here. (The sorcerer has explained that once humans know about a lycanthrope infection, they'll go through terrible lengths to obliterate them all.) Consequently, the werewolves will normally start attacking in native (orc, human) form, and will switch only if necessary.

ADAPTING TO GREYHAWK

The story fits into the recent history of the realm of Greyhawk, with the following additional detail: The original orcish army was led by the demon Iuz, and invaded the Shield Lands. (This invasion and the subsequent actions of the humans are described in the published **Greyhawk Gazetteer**.) In this case, consider changing some of the religious artifacts from Gruumsh to also include Iuz.

WANDERING ENCOUNTERS

If a wandering encounter is desired, the following are recommended. Note that these are chosen to be unrelated to the temple.

d%	**Encounter** (roll or select; see the Monster Manual for stats)
1-10	1-3 orcs that have either escaped the mine, or escaped the temple, or know nothing about either (Aggressive against smaller foes; flee in the face of superior numbers.) [MM 146]
11-25	1-2 wolves (Evade the PCs, attack only if cornered.) [MM 204]
26-35	1 black bear (Aggressive; the PCs have intruded on its lair.) [MM 193]
36-45	1 boar (Aggressive) [MM 194]
46+	small game fare (rabbits, foxes, badgers, mice, etc.) (Evasive) [MM 193-204]

SET ENCOUNTERS

The following text provides a description of the temple and area immediately surrounding it. The encounters in the temple assume that the werewolves have been alerted to the presence of the PCs. If the PCs are exceptionally stealthy and sneak undetected past the patrolling wolves and orcish scouts (an extremely difficult but not impossible task), then the DM should make the appropriate adjustments.

In creating the adventure, the rooms could change significantly depending on how stealthy the PCs are. The basic room descriptions are provided, as well as some battle tactics. The DM is encouraged to improvise as needed.

Nearby the temple (not on map)

The orcs have made this a defensible position; thus PCs should encounter some of the following:

d%	**Encounter** (multiple encounters are very likely; roll or select)
1-20	1 patrolling orc werewolf ranger in orc form (If only 1 foe, he'll use a ranged attack. If outnumbered, he'll retreat silently to warn the others.)
21-30	2 patrolling orcs werewolf rangers in orc form (If only 1 foe, they will attack. If 2 or more, one will follow the group while the other returns to the temple to warn the others.)
31-45	2 patrolling wolves (Behavior as 2 orc patrol above.)
46-55	1 orc werewolf fighter in hybrid form (If only 1 or 2 foes, he'll attack. If more, he'll stalk the PCs until they are engaged by something else (trap, other fight), and then will attack. Before death he'll howl out a warning).
56-65	Pit trap: 5 feet deep, lined with spikes, concealed at top with a light net and leaves; CR 1; no attack roll; damage 2d4; Reflex save (DC 20) avoids (no damage); Search (DC 20), Disable Device (DC 5).
66-75	Tripwire trap: triggers a launch of 4 bolts; CR 1; each bolt is: att +8, damage 1d4 crit 20/x3); Search (DC 20), Disable Device (DC 10).
76-85	Tripwire alarm trap: triggers a large branch to crash into others—a warning that can be heard back at temple.; Search (DC 20), Disable Device (DC 15).

86-95	A broken wagon with several bags of soggy spices (now worthless). Several skeletons in partial armour lie nearby (dead merchant guards whose bones have been picked clean by animals). A charitable DM may allow the PCs to recover some herbs such as belladonna (also known as wolfsbane).
96+	A human skeleton wearing rotting leather armour and wielding a rusted spear. There's an arrow piercing his skull.

General overview: The temple

The majority of map locations are rooms inside the temple. The temple rooms are consistent in design, unless stated otherwise, assume that:

- The temple is in good repair.
- The external walls are stone.
- The ceiling, floor, and internal walls are wood.
- Ceilings are 10-12 feet high.
- Interior doors are made of wood, and can be locked (small iron bar) from the inside. Doors to the outside are bound in iron.
- Archways and doorframes have a height of 8 feet.
- Windows slide open (friction fit) and are marked on the map by slightly narrower lines on the exterior.
- The only heating is a small fireplace on the second floor. It is used only to cook food (only the human eats cooked food).

Ground-floor

1. ENTRANCE/WELL

You're in a large clearing in the forest. The dense trees to the north are held back by a low stone wall. Two iron gates present a method through the stone wall, into another clearing beyond. A path winds through these gates, into the building ahead.

Looking past the gates, you see a low circular stone wall, likely a well, then beyond that, a sturdy three story building. Surrounding the building, the forest continues.

If they look closer at the building, the following is recommended:

The building is fairly stout looking—perhaps 120 feet wide by 80 deep—and made from stone and mortar. The stones are in good condition from the ground floor clear up to second and third floors. A portion of the roof was peaked, as if there was once a statue or iron symbol there. You expect that this building might have once been a church.

[A Knowledge (religion) skill check of DC 25 will reveal that this was once a temple of Pelor. Tip: Be careful to refer to the structure as a "building" until they realize that it is a temple.)

The stone wall

The wall is made from loose stones stacked to a height of four feet, with a depth of roughly five feet.

The gates

The iron gates are four feet high, and would probably swing easily over the tall grass and weeds that have grown up in the clearing.

Clearing, grass, weeds

The large clearing that you're standing in is roughly 140 feet in length, and 80 feet in depth. The smaller clearing to the north is roughly 80 feet in diameter around the well. Both clearings seem mostly overgrown with weeds, rising to a height of three feet in places. A path has been beaten through the weeds, leading through the closed gates and into the building ahead.

Path

The path through the weeds is one to two feet wide, and consists of flattened grass. Clearly someone has been through here recently.

[Anyone with the Track feat may make a Wilderness Lore skill check (DC20) to learn more about the path—The grass has been trampled by booted feet of human sized weight, walking single file, several times per day.)

Make a spot check for each PC behind the DM screen, to check to see if they've seen a concealed guard (**Nywar** (ftr 1)) inside the forest (DC30).

Unless the PCs are taking special precautions, the guard automatically sees the PCs and alerts the others. While the werewolves don't have time to ambush the PCs (below), they will be prepared for entry into the temple; or to follow the PCs if they leave the area.

Ambush!

If the werewolves are already aware of the PCs, perhaps by wandering encounter or trap, then they will already be hidden in the forest surrounding the well. The orcs will have coordinated an ambush plan. The plan is to encircle the PCs in room 1 and kill them with minimal risk to themselves. Some orcs are anxious to try out their new powers and will wade into hand-to-hand combat in hybrid form:

Round 1 & 2:

- 4 fighters (**Bruuhl**, **Fratir**, **Gybrag**, **Tilar**), and 2 rangers (**Oortrah**, **Harg**) are armed with bows launch arrows (aiming for the heavily armoured first; once they learn who the spell-casters are, they'll target the spell-casters. If the spell-casters already have Shields or Protection from Arrows up, feel free to target them first.)
- **Gorrak** (ftr 3) and **Ti'jar** (clr 2) are observing the battle and will step in as needed. They will also advice targets for the archers.
- **Nywar** (ftr) remains near the gate to cut off escape
- **Sdar'th** (ftr) sits in reserve, in room 2
- **Ismael** (sor/bbn) is in the temple, busy with other things

Round 3:

- **Ti'jar** wades into hand-to-hand battle (in hybrid form).
- 1-3 other fighters also enter combat (in hybrid form).
- Rangers continue with ranged attack.
- **Gorrak**, **Nywar** and **Sdar'th** continue to observe, or jump in as needed (such as to sneak up behind a magic user).

- **Ismael** becomes aware of the battle, and makes his way to a window.

Round 4:

- If the assault is going extremely badly, retreat to regroup in room 6. Failing that, regroup in room 18.
- **Ismael** may enter the battle, starting with magical attacks (magic missle, Melf's acid arrow, wand) from behind a window, helping orcs with mage armour spells, etc.
- **Ismael** may invite the **wolves** to participate in the attack, or ask that they cut off any attempt to escape.

Continue (or modify) as dictated by the PCs actions. If the PCs are making quick work of the orcs, feel free to add a few healing spells or scrolls in the shaman's repertoire.

The orcs will retreat if things are going badly; often fleeing past a trap or past a door that can be barred. They can switch to wolf form and flee at a rate of 50ft; and remember that the sorcerer has the Run feat (up to x5 movement) in combination with the higher movement (40ft in human/hybrid, 50ft in wolf).

2. ENTRANCE

You're standing in the entrance way to the building. The room is 40 feet square, with a high ceiling that is 2 stories high.

A winding staircase leads up to the second floor, archways to the north and west lead into other rooms, and there is a sturdy looking door set in the east wall.

This is also a good location for an ambush; consider the effects of higher ground when fighting on the stairs, or partial concealment ducking behind walls.

Unless the werewolves have been alerted to the PCs presence, and have made other plans, there will be a guard (**Bruuhl**) stationed here.

3. DESECRATED ALTAR

You're in a square 40 foot square room with beautiful bay windows on the west and south walls. Set against the north wall is a raised dais that was clearly once a small temple. The remains of smashed stone artifacts litter the room, and have been replaced by a large hideous eye, painted on the wall. Two blood-red spears rest against the north wall.

There's an archway in the east wall that leads to a room with a staircase, and an archway in the north wall that leads to a corridor.

PCs can make a single Knowledge (religion) check to recognize that:

- (DC 18) Likewise the "One-Eye" painting is a symbol to the Gruumsh, god of the orcs. It is painted in blood.
- (DC 20) The spears are "holy items" and have been doused in blood, with orcish religious symbols.

And a separate Knowledge (religion) check to recognize that:

- (DC 20) The destroyed artifacts are symbols of Pelor.

The spears are masterwork spears, and the orcs will fight to the death to recover them.

4. HALLWAY TO STAIRS

You're in a hallway, 30 feet wide and 50 feet long. There are bay windows set in the west and north walls, which provide a beautiful view of the encroaching forest.

There are doors on the south and east walls. Two staircases border the eastern door; one leading up and one leading down.

There are two iron sconces are set in the walls. Both have a usable torch that the PCs could take.

5. HALLWAY TO EATING AREA

Note: This technically covers two different areas; a hallway and an eating area.

Hallway:

The hallway is ten feet wide, and 80 feet long.

There are archways in the southwest, northeast and southeast ends, and a doorway in the northwest.

Eating area:

A large wooden table dominates this 30 foot by 40 foot room. Two bay windows on the north and east walls provide a view of the surrounding forest.

The top of the table is littered with old bones and cuts of rotting meat.

There's an archway in the southern wall that leads to a hallway, and then behind that, offers a view of the front door of the building. There's a door set in the center of the west wall.

PCs can make a Search skill check (DC 20) to find a knife hidden in some trash on the floor near the table. It's a standard knife (treat as a dagger in combat).

The food is rotten and not worth keeping. The bones are from small animals—the largest may be a human femur (could be used as a small club; 1d4 bludgeoning damage, otherwise treat as a club).

There are also several dozen broken wine bottles and an empty (and shattered) barrel of wine.

6. BALCONY

The balcony on the east side of this building is 30 feet deep, and runs the full 80 foot depth of the building. The ground is littered with broken clay pots that once held plants and small bushes, but the pots have been smashed, and the plants died long ago.

There's a stout door set in the west wall that leads into the building. Two staircases lead off the east side of the balcony into the forest.

Unless the werewolves have made other plans, there will always be 1 or 2 here in orc form, whittling at some wood, playing bones or some other game, or eating and drinking.

The wolves also enjoy sunning themselves on the porch and may be found here.

Basement

The air in the basement is chilly and damp, with a touch of mold in the air.

7. Wine cask

This L-shaped room is roughly 30 feet by 30 feet, and has the same damp chill as the other rooms of the basement.

The dominating feature of this room is a large wooden barrel set against the far wall. The barrel is set in a metal, mechanical structure that is connected to the stone walls.

There is a single door set in the west wall.

The barrel can be easily identified as a large wine barrel. The barrel is empty. The purpose of the mechanical structure is a little more subtle. A wisdom check (DC 25) will allow the player to recognize it as some form of mixing (allows the barrel to rotate slowly) mechanism for the barrel. Dismantled, the entire structure and barrel weigh 300 lbs, and would sell on an open market for 500gp. The structure can be dismantled with the tools in room 8.

8. Repair room

This room is littered with many small tools, some of which are broken. You can make out a large wrench, gears, hammers, saws, and pipes. The air in this room is more stagnant than the entrance to the basement.

There are doors on the eastern and northern walls.

The tools are of standard quality. There are at least: 3 wrenches, 2 gears, 1 hammer, 1 large saw, 1 small saw, several lengths of pipe, and 1 small broken wooden stool. There are also short lengths of twine, several dozen nails and a few short pieces of wood.

9. Entrance to basement

The first thing you notice as you descend the stairs, is the stale air. The air has a damp chill to it that makes you want to cough and sneeze at the same time.

A large iron wine rack is bolted to the eastern wall. Several smashed bottles lay on the floor, but there are still a dozen bottles resting in the rack.

There are 14 bottles of wine on the rack. They range in quality. In a good market, they could be sold for: 10 at (each) 1d10+5 gp and 4 at (each) 1d10+20 gp. All bottles are fragile and weigh 1½ lbs.

Second floor

10. Living quarters

You've entered a messy 20 foot by 30 foot room with junk strewn about. Several large blankets have been flattened into a round "nest" or bed. There are also several suits of armour, weapons and other equipment dropped into the northwest corner. A fireplace sits in the southeast corner of the room. Judging from the dust and junk piled on the hearth, it hasn't been used in some time.

There's a door in the north wall that opens up to a balcony, and two more doors set in the south wall. Stairs in the east wall lead back down to the ground floor.

1-2 wolves may be resting on the blankets in this room.

Use a single Search skill roll for any PC that wants to search, and compare with the following:

- (DC 1) 2 suits of leather armour, 1 suit of leather armour
- (DC 1) 5 large blankets, with long hair on them (the wolves will often nest here)
- (DC 10) 1 cape and 1 cloak crumpled up in the corner
- (DC 14) 1 set of fine bracers etched with silver (non-magical; value 10 gp)
- (DC 17) 1 small pouch of sling stones (18)
- (DC 22) 1 dagger, tucked in an old sheath

11. EMPTY ROOM

Note: There's a trap on the northern door!

You've entered a small 10 foot by 15 foot room. Like the other rooms in this building, the exterior western wall is made from stone, while the interior walls are made from sturdy timber. The room is empty.

There are doors in the center of the north and south walls.

Both doors open into the room. The northern door is trapped from the inside; as the door opens, 3 crossbows are triggered to fire into the opening door. (CR 1; each bolt is: att+8 dam 1d8 crit 20/x3; Search (DC 28); Disable Device (DC 25).

There's a small wooden contraption (with pully and wire) to trigger the trap: also 3 light crossbows.

12. ISHMAEL'S ROOM

Note: The door may be held shut with a Hold Portal spell!

You've opened the door to a narrow 20 foot wide room, that is 60 feet deep. A table with a broken leg sits in the middle of the room, and shelves adorn the western and eastern walls. Several old books line the shelves, with several torn books scattered on the ground.

The only exit to this room is a door set in the north wall.

This used to be a small library. The PCs could salvage 12 books of a historical nature. The total value of these hand-scribed books would be 1d20+200gp; the total weight would be 12 lbs.

Under the table is a small cot that the sorcerer will occasionally use to sleep in. Invariably, he'll lock the door with a hold portal spell. While this is not the most opulent room in the temple, he felt that ejecting the shaman from his place of honour would lead to problems. So he's taken this room as a highly defensible room.

The sorcerer is occasionally in this room, but never stores anything of value in here.

13. GORRAK'S ROOM

Note: There may be a trap on this door!

You've entered a long room; roughly 30 feet long and 12 feet wide. A mattress sits on the southern end of the room, with a small pile of dirty clothing next to it.

The only exit from this room is a door in the northern wall.

When sleeping, Gorrak can be found here. If he's in the room, then he'll also have set an alarm trap on the door—the door will open only

8 inches before being stopped by a chain (Str check 25 to break it open), and any movement will send a metal pipe crashing down on a sheet of metal. Search check at (DC 25) to find the trap, and DC 25 to Disable it.

Gorrak has tucked away 2 small gems (moonstone 70gp, garnet 130gp), a silver amulet with five green peridot stones in the pattern of a star, and one black stone in the center (275gp) and 125gp in a leather pouch beneath a loose floorboard under the mattress. Search check at DC 30; if the PCs explicitly search the floorboards, give a bonus of +10.

14. EMPTY ROOM

This empty room is 10 feet square.

There are doors set in the north and south walls.

15. CHANDELIER

You're at the top of the circular staircase. Leaning over a short wooden railing, you can see the front door and entrance room below. Above your head, a crystal chandelier hangs.

Hallways extend to the north and to the west. Two doors are set in the north wall. The staircase leads down to the ground floor.

Chandelier

The stubs of long candles are set along the perimeter of the chandelier. They are out of reach; at some time there must have been a method for lighting and replacing the candles.

A long metal tool, which has since been misplaced. The chandelier is five feet beyond the reach of a human.

The chandelier has a weight of only 30 lbs (but is incredibly awkward) and a value of 900gp in its current state. If the PCs spend 200gp cleaning it and replacing some of the broken crystal, then it could be sold for 2000gp.

16. LIVING QUARTERS

Note: There are four rooms on the map that are described as #16. These are the living quarters for 6 of the orcs.

In each of the three 10x10 foot rooms are two beds. At any given time, some may be occupied (unless of course, the werewolves are aware of the PCs presence).

Under all of the beds lie some spare equipment: a total of 14 spears, 2 suits of leather armour, 2 suits of studded leather armour, 1 large metal shield. (Obvious without searching).

(Search DC 20 in the most western room): A small pouch with 50gp tucked into a tear in the mattress.

(Search DC 25 in the center room): A small piece of costume jewelry valued at 2gp, hidden away in a hole in a blanket.

Third floor

17. LIVING QUARTERS

You've entered a 60 foot long room that is divided in two by stairs leading down. At the widest parts, the room is 25 feet deep.

Two cots have been set up against the east walls. There are two doors in the southern wall, and stairs leading down to the second floor.

The rangers will alternate between sleeping here and crashing elsewhere on the lower levels. They prefer this floor because it is not immediately accessible to the outside via windows and the balcony.

There is a short (12 foot) length of rope tied down to the wall, and coiled near a window. (For use if they need to escape out the window, dropping to the balcony 1 floor down.)

18. PRIESTLY QUARTERS

You've entered the largest room that you've seen so far; a fully 60 feet wide and 30 feet deep. The furnishings have been, for the most part, kept up. There's a long sofa, some chairs, and a fine desk.

There are two doors in the north wall.

This is the room used by the shaman. He took the most prestigious room, even though the windows and two doors make it unfeasible to defend.

Since this is the largest room, it's also used as a communal room. Most of the "loot" is divided up here. Not that there is much loot to divvy up, since the orcs usually try to secret it away in their own pockets.

The DM is encouraged to come up with a few small pieces of equipment that might be useful to his players. This equipment comes from the past adventuring band that was killed by the orcs. That band was less experienced than the band that makes it this far, so the treasure should be small. If the DM wants a stock set of equipment, the following items are recommended to be in a pile next to the sofa:

- 2 sets of studded leather armour
- 1 set of dwarven-sized platemail
- 1 sets of robes (with obvious blood and arrow holes)
- 4 sets of standard clothes
- 1 dwarven axe
- 2 quivers of arrows, 1 quiver of bolts
- 4 piles of coins, organized as follows: 100gp, 100gp, 100sp, 100sp. (Speculate: These orcs can't count past 100? Or they wanted it organized to be sure that no one stole single pieces?)

Hidden away by the temple's original occupants is (Search DC 32), a bag tucked in a false board in the ceiling. The bag is a magical bag of holding, and it contains:

- A holy symbol of Pelor (a sun, made of gold). Resale value is 500gp for the gold and good handiwork; a cleric of Pelor might pay up to 750gp.
- 150gp
- 3 gems, valued at 50gp, 100gp, 200gp
- a masterwork dagger
- a scroll containing 3 divine spells (regeneration, raise dead, mass heal)
- A faded letter from the regional archbishop relaying some religious and political matters.

19. FLAT ROOF – W/LOOKOUTS

Note: This is not clearly marked on the map, but #19 should apply to the second floor rather than the third floor. There are two segments of "balcony" that are divided by a thick wall.

A balcony extends around the second floor, providing an excellent view of the surrounding forest. The railing is solid oak, and 4 feet high, which would provide excellent cover. There is no ceiling, and your head is exposed to the elements above.

There are several doors and windows that lead back inside the building.

If the PCs manage to somehow get up here without being detected, expect that at least one guard (**Fratir**) to be stationed here. He'll be on the larger balcony most of the time.

Note that there are actually two separate sections to this balcony, as shown on the map. In both sections, the orcs will have left a small cache of weapons; 5 regular spears and a wooden shield.

WRAP UP

Should the PCs defeat the entire werewolf "clan" the temple could become a base of operations for the PCs to inhabit. Followers of Pelor might insist on restoring the temple and returning it to religious service.

NPC STATISTICS

Ishmael, male human werewolf Sor5/Bbn1: CR 8; Size M (5 ft., 5 in. tall); HD 5d4 + 1d12; hp 25; Init +4; Spd 40 ft. (run at 5x); AC 12; Attack +4 melee, or +3 ranged; SV Fort +3, Ref +1, Will +4; AL CE; Str 12, Dex 11, Con 11, Int 17, Wis 10, Cha 13.

Languages Spoken: Common, Draconic, Gnoll, Orc.

Skills and feats: Balance +2, Concentration +8 (+12 while on the defensive), Handle animal +4.5, Hide +3, Intuit direction +2, Knowledge (arcana) +10, Knowledge (religion) +3.5, Listen +5.5, Move silently +0, Search +4, Sense motive +2.5, Spot +7, Tumble +2, Use rope +0.5, Wilderness lore +4; Toughness, Track, Combat casting, Run.

In wolf or hybrid form:
HD 5d8 + 1d12 + (6x2); hp 50; Init +6; Spd 50 ft.; AC 18; Attack +5 melee , or +5 ranged, or bite at +5; Damage as weapon or spell or bite 1d6+2; SV Fort +7, Ref +7, Will +0; Str 14, Dex 15, Con 15, Int 17, Wis 10, Cha 13

Skills and feats: Blind-Fight, Improved Initiative, Weapon Finesse (bite)

Possessions:
scimitar, masterwork (human: att +5 dam 1d6+1 crit 18-20/x2. hybrid: att +6 dam 1d6+2 crit 18-20/x2.)
shortbow, masterwork (human: att +4 dam 1d6 crit 20/x3. hybrid: att +6 dam 1d6 crit 20/x3.) w/8 silver arrows, 12 regular arrows
cure moderate wounds potions (2)
wand of magic missles (lvl 1, 12 charges)
ring of protection +1
amulet of natural armour +1
20 pp, 20 gp in a pouch
Note: He has a hidden stash of 320pp, 400gp hidden somewhere in the forest.

Sorcerer Spells Known (6/7/4):
0th – Dancing Lights, Ghost Sound, Mage Hand, Prestidigitation, Ray of Frost, Read Magic.
1st – Feather Fall, Grease, Magic Missile, Mage Armour, Sleep, Hold Portal, Shield.
2nd – Melf's acid arrow, Glitterdust, Detect Thoughts, Invisibility.

Strategies:
Gauge the strength of the PCs. If they appear weak, then dispose of them for the purpose of taking their equipment. If strong, then approach more cautiously. Prepare to attack from a distance (ranged magic and bow attacks)

If the PCs appear tough, pull out all stops – shield self, mage armour on an ally, grease floors, hold portal on doors, and use magical attacks.

Only if necessary, switch to hybrid form for the added hit points. Avoid this if possible, because he knows that once it's known that there is a lycanthrope in the parts, there's a chance that more people will come to hunt him down. (Detect thoughts will help to determine if people have guessed his true nature.)

If necessary, use his invisibility spell and flee, using his wolves to cover his retreat.

Gorrak, male orc werewolf Ftr3: CR 3; Size M (6 ft., 2 in. tall); HD 3d10+9+3; hp 35; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 Studded Leather); Attack +7 melee, or +5 ranged; SV Fort +6, Ref +3, Will +1; AL CE; Str 19, Dex 14, Con 17, Int 10, Wis 11, Cha 7.

Languages Spoken: Orc.

Skills and feats: Alchemy +2, Balance +3, Hide +2, Knowledge (nature) +2, Listen +0, Move silently +2, Spot +0, Wilderness lore +1; Improved unarmed strike, Point blank shot, Quick draw, Toughness.

In wolf or hybrid form:
HD 3d10+15+3; hp 44; Init +6; Spd 50 ft.; AC 18 (wolf), 21 (hybrid) (+4 Dex, +4 Natural, +3 Studded Leather); Attack +8 melee , or +7 ranged, or bite at +8; Damage as weapon or spell or bite 1d6+5; SV Fort +7, Ref +6, Will +0; Str 21, Dex 18, Con 21, Int 10, Wis 11, Cha 7

Skills and feats: Blind-Fight, Improved Initiative, Weapon Finesse (bite)

Possessions:
Greataxe +1 (orc: att +8 dam 1d12+5 crit 20/x3. hybrid: att +9 dam 1d12+6 crit 20/x3)
studded leather armour
heavy crossbow (orc: att +5 dam 1d10 crit 19-20/x2. hybrid: att +7 dam 1d10 crit 19-20/x2.) w/20 regular bolts
2 jars of alchemist's fire
dagger +1
25 gp, 37 sp

Ti'jar, male orc werewolf Clr2: CR 2; Size M (5 ft., 7 in. tall); HD 2d8+2; hp 16; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 mithril); Attack +4 melee, or +3 ranged; SV Fort +4, Ref +2, Will +4; AL LE; Str 16, Dex 15, Con 12, Int 11, Wis 12, Cha 12.

Languages Spoken: Orc.

Skills and feats: Concentration +3, Craft +5, Hide +2, Listen +1, Move silently +2, Scry +3, Spot +1; Track.

In wolf or hybrid form:
HD 2d8+6; hp 17; Init +6; Spd 50 ft.; AC 18 (wolf), 22 (hybrid) (+4 Dex, +4 Natural, +4 Mithril); Attack +5 melee , or +5 ranged, or bite at +5; Damage as weapon or spell or bite 1d6+4; SV Fort +5, Ref +6, Will +1; Str 18, Dex 19, Con 16, Int 11, Wis 12, Cha 12

Skills and feats: Blind-Fight, Improved Initiative, Weapon Finesse (bite)

Possessions:
battleaxe, masterwork (orc: att +5 dam 1d8+3 crit 20/x3. hybrid: att +6 dam 1d6+4 crit 20/x3.)
mithril shirt (which he'll proudly claim was taken from an elf. Two elvish ears are sewn to the links.)
12 gp, 14 sp

Clerical spells known (4/4):
0th – Cure minor wounds, Detect Magic, Resistance, Virtue.
1st – Bane, Cause fear, Cure light wounds, Summon Monster I.

Use the following stats for both scouts:

Oortrah/Harg, male orc Rgr1: CR 1; Size M (5 ft., 6 in. tall); HD 1d10+1; hp 11; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +6 melee, or +4 ranged; SV Fort +3, Ref +3, Will +1; AL LE; Str 20, Dex 17, Con 12, Int 12, Wis 12, Cha 9.

Languages Spoken: Gnoll, Orc.

Skills and feats: Climb +9, Diplomacy +0, Handle animal +1, Hide +3, Intimidate +1, Knowledge (religion) +3, Listen +1, Move silently +7, Spot +1; Point blank shot, [Track].

In wolf or hybrid form:
HD 1d10+3; hp 13; Init +5 (Dex); Spd 50 ft.; AC 19 (wolf), 21 (hybrid) (+4 Natural, +5 Dex, +2 Leather Armour); Attack +7 melee , or +6 ranged, or bite at +7; Damage as weapon or spell or bite 1d6+6; SV Fort +7, Ref +7, Will +0; Str 22, Dex 21, Con 16, Int 12, Wis 12, Cha 9

Skills and feats: Blind-Fight, Improved Initiative, Weapon Finesse (bite)

Possessions:
Longsword (orc: att +6 dam 1d10+5 crit 19-20/x2. hybrid: att +7 dam 1d10+6 crit 19-20/x2.)
Longbow (orc: att +4 dam 1d8 crit 20/x3. hybrid: att +6 dam 1d8 crit 20/x3.)
Leather armour (only in orc or hybrid form)
1d6 sp

Use the following stats for all 5 fighters:

Bruuhl/Fratir/Gybrag/Tilar/Sdar'th, male orc Ftr1: CR 1; Size M (5 ft., 11 in. tall); HD 1d10+1; hp 11; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +5 melee, or +2 ranged; SV Fort +3, Ref +1, Will -2; AL NE; Str 18, Dex 13, Con 12, Int 8, Wis 7, Cha 8.

Languages Spoken: Orc.

Skills and feats: Hide +1, Knowledge (arcana) +1, Listen +0, Move silently +1, Spot +0; Alertness, Combat reflexes.

In wolf or hybrid form:
HD 5d8 + 1d12 + (6x2); hp 50; Init +6; Spd 50 ft.; AC 16 (wolf), 18 (hybrid), (+4 Natural, +2 Dex, +2 Leather Armour); Attack +6 melee , or +4 ranged, or bite at +6; Damage as weapon or spell or bite 1d6+2; SV Fort +7, Ref +7, Will +0; Str 20, Dex 15, Con 19, Int 8, Wis 7, Cha 8

Skills and feats: Blind-Fight, Improved Initiative, Weapon Finesse (bite)

Possessions:
Longsword (orc: att +5 dam 1d10 crit 19-20/x2. hybrid: att +6 dam 1d10 crit 19-20/x2.)
Longbow (orc: att +2 dam 1d8 crit 20/x3. hybrid: att +4 dam 1d8 crit 20/x3.)
Leather armour (only in orc or hybrid form)
1d6 sp

Wolves (4), medium sized animal: CR 2; HD 2d8+4; hp 15, 14, 12, 11 ; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 Natural); Attack +4 bite; Damage 1d6+1; SV Fort +5, Ref +5, Will +1; AL N; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and feats: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1, Weapon Finesse (bite), [free Trip on hit], [+4 to Wilderness Lore when tracking by Scent].

NPC STATISTICS (FOR OPTIONAL ENCOUNTERS)

Remember that these orcs had to flee without time to gather equipment.

B'caarg, male orc Bbn2: CR 2; Size M (6 ft., 4 in. tall); HD 2d12+2; hp 23; Init +2 (+2 Dex); Spd 40 ft.; AC 14 (+2 Dex, +2 Leather); Attack +7 melee, or +4 ranged; SV Fort +4, Ref +2, Will +2; AL NE; Str 20, Dex 15, Con 13, Int 6, Wis 10, Cha 13.

Languages Spoken: Orc.

Skills and feats: Hide +2, Jump +10, Listen +5, Move silently +2, Spot +0; Iron will.

Possessions:

Spears (2) (att +7 dam 1d8+5 crit 20/x3)
Leather armour

Hork/B'sarrin, male orc Rgr1: CR 1; Size M (5 ft., 7 in. tall); HD 1d10+1; hp 11; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 Leather); Attack +5 melee, or +4 ranged; SV Fort +3, Ref +3, Will +2; AL CE; Str 18, Dex 16, Con 13, Int 7, Wis 14, Cha 5.

Languages Spoken: Orc.

Skills and feats: Craft +2, Hide +3, Listen +2, Move silently +7, Spot +2; [Track], Weapon focus (pick, light).

Possessions:

Spears (2) (att +5 dam 1d8+4 crit 20/x3)
Leather armour

G'frarachk/Hahorrin/Aryzz/Godark/B'jarik/ Nywar, male orc Ftr1: CR 1; Size M (5 ft., 11 in. tall); HD 1d10+1; hp 11; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 Leather); Attack +5 melee, or +2 ranged; SV Fort +5, Ref +1, Will -3; AL LE; Str 19, Dex 13, Con 13, Int 5, Wis 4, Cha 8.

Languages Spoken: Orc.

Skills and feats: Hide +1, Knowledge -1, Listen -3, Move silently +1, Spot -3; Great fortitude, Power attack.

Possessions:
Spears (2) (att +5 dam 1d8+4 crit 20/x3)
Leather armour

MAP OF THE TEMPLE

The following map was provided by the **Wizards of the Coast** in the Map-A-Week section of their web site. Their web page indicates that the map was created by: **Todd Gamble and Diesel**
Direct URL: *http://www.wizards.com/dnd/images/mapofweek/TheHauntedTemple.jpg*